Bringing Unreal Engine to the browser

By Wonder Interactive
Our vision

Platform-as-a-service and tooling to enable developers to ship native games and real-time 3D apps to HTML5.
History of Unreal in the browser

- A collaboration between Mozilla and Epic to enable Unreal on the web, starting with UE3

- Back in the 4.23 release of UE4, HTML5 was removed from the engine and became a community supported platform extension

Mozilla blog post -
Development

● We have added WebGL 2.0 support to the later versions of Unreal Engine 4 (4.24 - 4.27)

● Realized early on that WebGPU would be the future of games and real-time 3D apps in the browser

● Major features are improved compression and asset streaming including a global CDN, to reduce startup time and improve performance
Features of our platform

● Wonder SDK - a complete suite of tools
  Includes implementation of Basis texture compression and an asset streaming system

● WonderNet - networking libraries for both peer-to-peer and client-server

● Wonder Dashboard - for provisioning and maintaining builds. Developers can set revisions for their projects
Demo
Spacelancers - https://play.spacelancers.com/ with gamepad support!
Our roadmap

- Unreal Engine 5 WebGL 2.0 and WebGPU support
- Support for other native game engines like Unity, Godot, and O3DE to compile to the web (open source game engine from Amazon)
- WebXR support to enable developers to ship cross-platform VR applications on any headset
Ask any questions you may have for us here :)
Call to action

If you are a developer working Unreal Engine and are interested in web support or in contributing to our platform, you can reach us via email at general@theimmersiveweb.com or connect with us via our Discord community here: https://discord.gg/cFJV6Yu

You can also learn more or sign up for our platform at https://theimmersiveweb.com/